



LIVE™

ONLINE ENABLED

ASB|05

ALL-STAR BASEBALL 2005
FEATURING DEREK JETER



Game Experience May
Change During Online Play



MLBP 2004



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

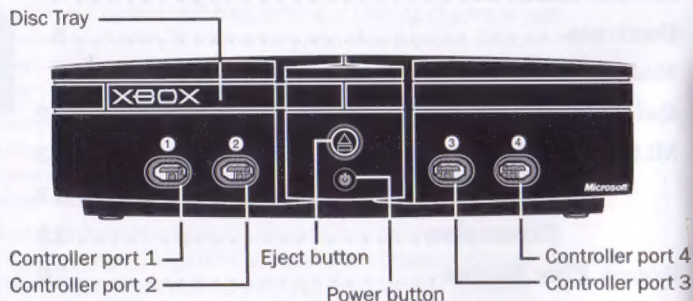
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Using the Xbox® Video Game System

1. Set up your Xbox video game system from Microsoft by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *All-Star Baseball™ 2005* disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing *All-Star Baseball™ 2005*.



Avoiding Damage to Discs or the Disc Drive

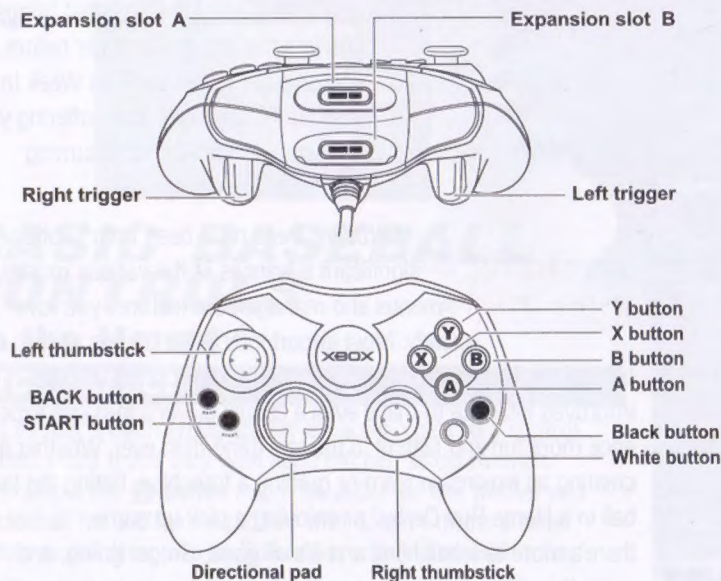
To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

1. Connect the Xbox Controller to any controller port of the Xbox console. For multiple players, connect additional controllers to available controller ports
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *All-Star Baseball™ 2005*.

NOTE: *All-Star Baseball™ 2005* is compatible with the Xbox Live! online subscription service (sold separately), which allows you to play head to head against other subscribers anywhere in the world. See ASB Online for details.



Xbox Live™

Take All-Star Baseball™ 2005 Beyond the Box

Xbox Live!™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

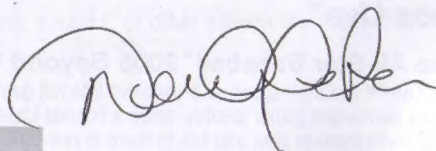
Connecting

Before you can use Xbox Live!, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live! service. To determine if Xbox Live! is available in your region and for information about connecting to Xbox Live!, see www.xbox.com/connect.

INTRODUCTION

Hi, I'm Derek Jeter. Welcome to All-Star Baseball 2005, the latest and best version of this historic franchise. What's new this year? There are a number of key enhancements. Through GameSpy™ we offer full head-to-head online Exhibition play against fellow subscribers. And there's a great Tutorial mode to help you master the basics of baseball both on and off the field. We've also added a FielderCam™ that brings you into the action like never before. And let's not forget the This Week In Baseball® Challenge mode, offering you the chance to revisit crucial turning points from last season.

Naturally, there have been both subtle and significant advances in the various modes, menus and management features you love already. Most importantly, ASB '05 has all the behind the scenes depth the true baseball fan craves, and an improved interface to make even a casual player's in-game experience more fun and faithful to the real thing than ever. Whether it's creating an expansion team or guiding a franchise, hitting the long ball in a Home Run Derby™ or enjoying a pick up game, there's more baseball here, and it's all good. So get going, and enjoy the game.



MENU NAVIGATION

Directional pad/
Left thumbstick

Move highlight/toggle settings

A button

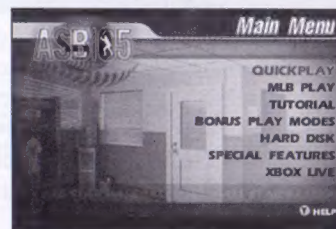
Confirm/advance

B button

Cancel/go back

Y button

Help menu



BASIC BASEBALL CONTROLS

On the Mound

PITCH SELECT

Each pitcher's pitch types appear on-screen next to a control graphic. Pitch types vary with each pitcher, as do controls. For example the **Y** button might be slider for one pitcher and knuckleball for a different pitcher who doesn't throw a slider. Pitches available appear in skill order, with his best pitch first.

Left Thumbstick/
Directional Pad:

Move pitch target

R Trigger:

Cycle outfield defensive menu

L Trigger:

Cycle infield defensive menu

A button:

Throw pitch (hold to use side step motion)

X button:

Select pitch type

Y button:

Select pitch type (if applicable)

B button:

Select pitch type (if applicable)

White button:

Select pitch type (if applicable)

Black button:

Select pitch type (if applicable)

Click Right Thumbstick:

Access manager menu

POST-PITCH SELECT

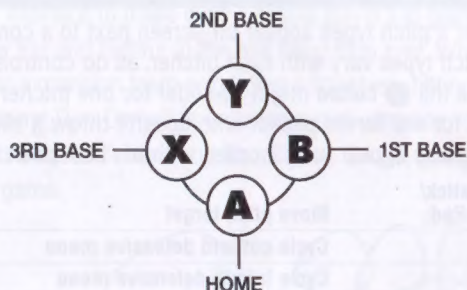
Left Thumbstick/ Directional Pad:	Move pitch target
X button:	Pick off to third
Y button:	Pick off to second
A button:	Throw pitch (hold to use side step motion)
B button:	Pick off to first
White button:	Pitch out
Black button:	Bean Ball

MID-WINDUP

Left Thumbstick:	Move pitch target
X button:	pick off to third
B button:	pick off to first
L Trigger + B button:	Hold for catcher pickoff to first
L Trigger + Y button:	Hold for catcher pickoff to second
L Trigger + X button:	Hold for catcher pickoff to third

IN THE FIELD

When fielding, each action (symbol) button matches a current or future throw to a base. These are the base equivalents when fielding:



BEFORE BALL IS FIELDLED

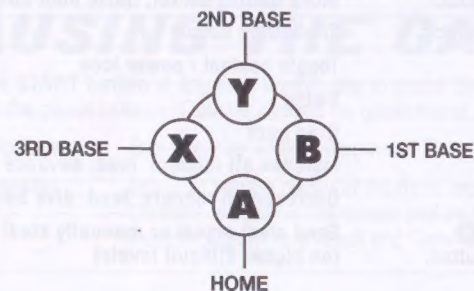
Left Thumbstick:	Move highlighted fielder
X button:	Future-throw to third base
Y button:	Future-throw to second base
A button:	Future-throw to home
B button:	Future-throw to first base
R Trigger:	Dive / Jump / scale walls
White button:	Future-throw to relay man
L Trigger:	Change fielder
Right Thumbstick UP:	Zoom camera out (fielder cam only)
Right Thumbstick DOWN:	Zoom camera in (fielder cam only)
Right Thumbstick LEFT:	Rotate camera left (fielder cam only)
Right Thumbstick RIGHT:	Rotate camera right (fielder cam only)

AFTER BALL IS FIELDLED

Left Thumbstick:	Move player
X button:	Throw to third base
Y button:	Throw to second base
A button:	Throw to home
B button:	Throw to first base
White button:	Throw to relay man, cut off throw, let throw through
Right Thumbstick UP:	Zoom camera out (fielder cam only)
Right Thumbstick DOWN:	Zoom camera in (fielder cam only)
Right Thumbstick LEFT:	Rotate camera left (fielder cam only)
Right Thumbstick RIGHT:	Rotate camera right (fielder cam only)

AT BAT AND ON THE BASES

As in fielding, when base running, each action (symbol) button matches a base. Move players by pressing the L1 button, R1 button and/or an action button as detailed in the charts which follow.



PRE-PITCH SELECT

Left Thumbstick:	Move batting cursor or sac bunt direction
Right Thumbstick:	Tilt batting cursor
X button:	Toggle contact / power icon (if applicable)
A button:	Practice swing
B button:	Show bunt
L Trigger+ Y, X or A button:	Send steal signal or manually steal (on higher difficult levels)
R Trigger:	Initiate pitch / location guess
L Trigger:	Increase all runners' lead
R Trigger:	Decrease all runners' lead

PITCH/LOCATION GUESS

You can try to guess the pitch type and location before every pitch. Correctly guessing the pitch type effects the size of the contact area; guessing the location effects the size of the power area. There are eight possible location guesses which match a direction. For example, to a right handed batter **UP** = guess high, **UP + RIGHT** = guess Up & Away, **LEFT** = guess inside, etc.

NOTE: Pitch/Location guess mode automatically deactivates after 4 seconds.

PITCH / LOCATION GUESS

Directional button:	Select location
R Trigger + X button:	Select corresponding pitch type
R Trigger + Y button:	Select corresponding pitch type
R Trigger + A button:	Select corresponding pitch type
R Trigger + B button:	Select corresponding pitch type
R Trigger + White button:	Select corresponding pitch type
R Trigger:	When released, pitch / location guess mode is deactivated

POST-PITCH SELECT / MID-WINDUP

Left Thumbstick:	Move batting cursor, move bunt direction
Right Thumbstick:	Tilt batting cursor
X button:	Toggle contact / power icon
A button:	Swing
B button:	Drag bunt
L Trigger:	Increase all runners' lead; advance
R Trigger:	Decrease all runners' lead; dive back
L Trigger + X, B, or Y button:	Send steal signal or manually steal (on higher difficult levels)

BALL IN PLAY

L Trigger:	Advance all runners
L Trigger + X button:	Advance runner on 3rd
L Trigger + Y button:	Advance runner on 2nd
L Trigger + B button:	Advance runner on 1st
White button:	Stop all runners
R Trigger:	Return all runners
R Trigger + X button:	Return runner to 3rd
R Trigger + Y button:	Return runner to 2nd
R Trigger + B button:	Return runner to 1st

FIELDERCAM™

The FielderCam™ is a new feature that lets you view the action in the field like never before. Press the right analog stick to move the fielder cam. Note that the motion of the fielder cam changes depending on difficulty settings.

MAIN MENU

QuickPlay	Play a single Exhibition game between any two teams.
MLB Play	MLB Play is where you access Franchise and Expansion modes.
Tutorial	Take a look at the tutorial mode to get a handle on ASB 05 intricacies.
Bonus Play Modes	Enter for Pick-up Game, This Week In Baseball® Challenge, Trivia Game, and more.
Hard Disk	Manage your saved roster, franchise, series, game options and more, including loading and saving data.
Special Features	Enjoy a host of special features, including Player Cards, User Profiles, Roster Management and more.
Xbox Live!	Xbox Live! subscribers can go online for head to head Exhibition action.

PAUSING THE GAME

Press the **START** button at any time during play to pause the game and bring up the pause options. Options depend on game mode.

Return To Game	Resume play where you paused the game.
Instant Replay	Enjoy an instant replay of the most recent play. Controls are shown on screen and include Play, Reverse, Zoom in and out and Camera Selection.

Team Management Make pitching staff adjustments and tactical in-game roster moves such as putting in pinch runners, pinch hitters, changing positions, defensive replacements and double switches. The manager can even visit the mound!

Options Adjust Camera Options, Player Options, Game Options, Control Options and Audio Options. See below for details.

Controller Selection Choose which team you wish to control, and let human players join or leave the game.

Box Score View a box score with all the stats of the current game.

Save Game and Quit You can save your game progress to the hard disk at any time by using this feature before quitting your current game.

Quit Exit the current game without saving.

Options

Camera Options Adjust camera settings for the Batting, Pitching, Fielding and Home Run cameras.

Player Options

Batting Options

Batting Interface

Choose among Zone, 2D, 3D cursor and Timing (easy) interfaces (hitting icons).

Leadoff Control

Choose Manual or Auto control of the baserunner's leads. In Auto mode, the CPU controls the amounts of the baserunner's lead off base.

Fielding Options

Ball Glow

Choose to play with Ball Glow fielding aid ON or OFF.

Fielder Control

Choose Manual, Assist or Auto fielder control. In manual mode, you have complete control of the fielders. Assist mode gives you partial CPU fielding help, while in Auto mode the CPU takes full control of fielding.

Pitch Types

Choose Rookie (slow), Classic (Fast) or Sim (fastest) pitch types.

Pitcher Aid

The pitcher aid is a small white circle that shows where the pitch is being aimed. Toggle the pitcher aid ON or OFF.

Strike Zone

Choose to play with translucent strike zone shading ON or OFF.

Vibration

Play with vibration effect ON or OFF.

Throw Style

Choose a Normal or Reverse throwing style.

Game Options

Game Speed

Choose Normal or Fast game speed. At fast settings, player animations are quicker.

Defensive Position

Choose Manual or Auto defensive positioning.

Generated Count

Set this option to ON to have the computer automatically generate a pitch count for each batter.

Control Options

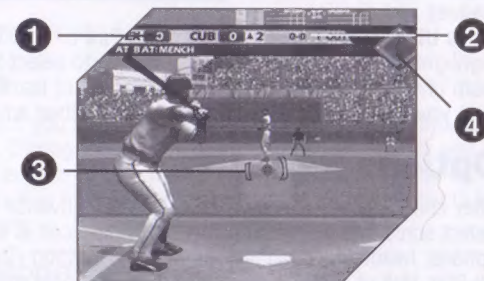
Choose to have any player controlled (on offense or defense) by a human player or the CPU.

Audio Options

Adjust the various volume settings, and choose to have play-by-play in English or Spanish.

GAME DISPLAY

At Bat



1 Score

2 Count

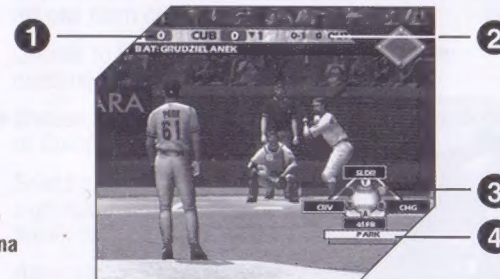
3 Batting Target

(If applicable), move this target to aim your swing. Swivel the target (by using the right analog stick) to influence the type of hit and the hit placement.

4 Field Radar

Base runners appear as blue circles.

On The Mound



1 Score

2 Count

3 Pitch Selector

4 Pitcher Stamina

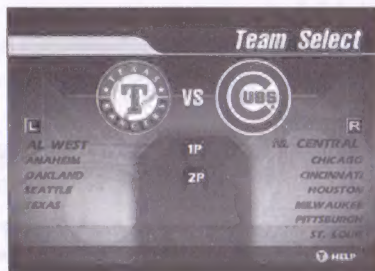
GAME MODES

QUICKPLAY

Quick Play mode lets you jump right into a head to head Exhibition game with very little set up. Quick Play games don't count in the standings.

Team Select

At the Teams Select screen are two columns by league and division. The away team is on the left and the home team to the right. The currently selected teams appear in the center.



Press the **Left Trigger** or **Right Trigger** to toggle leagues and divisions, press **UP** or **DOWN** on the **Directional Pad** or **Left Thumbstick** to highlight teams, then press the **A button** to select the team. Once a team is selected, you choose from a variety of team jerseys (highlight your choice and press the **A button**), then advance.

Options Select

After choosing teams and jerseys, you will advance to the Options Select screen. Below each player controller icon is a column of options, headed by a highlighted difficulty setting (Rookie, Veteran, All-Star, Hall of Famer, Legend and Manage (only make game decisions while the computer controls the players)). Press **LEFT** or **RIGHT** on the **Directional Pad** or **Left Thumbstick** to adjust the difficulty. You can then press **UP** or **DOWN** to highlight an option and **LEFT** or **RIGHT** to adjust settings. Note that the available options settings below may change to recommended default settings based on the difficulty setting.

Game Options

Before you begin play, you can set several game options. Adjust the game conditions, such as stadium, weather, game time, innings, any cheats you've discovered and having player injuries ON or OFF.

Press the **A button** to bring up these further options:

Change Starting Pitcher Choose a different starter from your rotation.

Change Lineup Insert bench players into the starting (default) lineup.

Controls Options Choose to have any players be controlled by any human players or by the CPU.

MLB PLAY

MLB Play is where you access Franchise and Expansion modes.

Franchise

Franchise mode lets you build a dynasty as you take a team through up to 20 seasons. During the history of your franchise, players will retire, get traded, even enter the Hall of Fame. All the rich detail of baseball comes alive in franchise mode, including incredible depth in managing your team.

Franchise Mode Season Setup

This setup menu screen will appear the first time you begin play with a new franchise. The settings you make here will apply to all the season games played with that franchise. At the end of each franchise season, you will have a chance to make your Off Season moves.

- Team** Select which team you will take through the season.
- GM Control** Choose to have control of General Manager's duties for one team or for all teams.
- Trade Deadline** Choose to have the traditional July 31st trade deadline or none at all.
- Franchise Mode** Choose a Simple (fewer team management options) or Complete franchise experience.
- Market** Select market "rules" for CPU drafts, trades and signings: Realistic, random, even, assigned to small, mid-sized or large market.
- CPU Trades** Allow the CPU to suggest and make trades or not.

- Injuries** Play with realistic player injuries ON or OFF.
- Player Draft** Start your season with a Player Draft (YES) or go right into the Season (NO).
- Start Franchise** Exit Season Setup and advance to the Spring Training menu or to the player draft (if YES was selected under Player Draft).

Drafting Players

If you set Player Draft to YES under the Season Setup menu, you will enter the Player Draft. (The draft is also available in Expansion mode).

Each player is given an overall letter grade, and is rated in several skill categories depending on his position.

DRAFT PLAYER: Players are listed in ranking order by position. Press the **Left Trigger** or **Right Trigger** to toggle positions and **UP** or **DOWN** on the **Directional Pad** or **Left Thumbstick** to highlight a position player. Once a player is highlighted, you can press **LEFT** or **RIGHT** on the **Directional Pad** or **Left Thumbstick** to view his stats and ratings in various categories. Press the **X button** to view a scouting report. To draft a player, press the **A button** when he is highlighted. Continue until you've completed your roster.

- View Draft Order** See which teams pick in what order by rounds.
- View Draft By Round** See which players have been taken and in which round.
- View Draft By Team** See which players a given team has drafted so far.
- Projected Lineups** See what your team lineup might be vs. left or right-handed pitching.
- Quit Draft** Begin the computerized draft or exit once you've completed a manual draft.

Spring Training Menu and Season Main Menu

At the beginning of every Franchise Season, you will come to the Spring Training menu, which is similar to the Season Main Menu you will see before each season game. Spring Training gives you the chance to earn points for player development by completing certain tasks outlined in the Spring Training Task List found under Rosters and Regulations. You can also elect to forego spring training and go directly to the beginning of the regular season by pressing the **X button** at the Spring Training menu.

Play Next Game

Begin the next game on your schedule.

Calendar

View the season calendar or choose a date to simulate games through. Press the **L1 button** or **R1 button** to cycle through the calendar by month. Press the **directional buttons** or **left analog stick** to move through the calendar by day.

To Simulate Games: Advance the calendar highlight to the date you want ALL games simulated up to, then press the **A button**. During the simulated schedule, you will be presented with various scenarios (injuries, proposed trades, etc.) which you can respond to by following on-screen prompts.

News

Just like in your favorite sports pages, there is plenty of in-depth information here to savor and ponder, including Today's News, Season News and Franchise News (not available in Spring Training).

Today's News View the major league schedule, league standings, league leaders, season awards, who's hot and who's not, home run leaders (Going, Going, Gone) and the weather forecast.

Season News View the transaction wire, injury wire, league stats, team stats and games of note.

Franchise News View GM performance stats, franchise records, franchise leaders, franchise history and MLB record holders.

GM Office

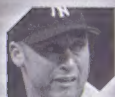
Climb into the GM chair and manage every aspect of the game (see page 16 for details).

Rosters and Regulations

Manage your roster, view ASB rules and Spring Training tasks (see page 17).

Player Development

Enter Player Development to view a scouting report on an active roster player, or to view and change his player rating. In the Scouting Report, you can see Personal, Season and Career ratings and stats, and view his current Rating (letter grade). There's lots of valuable information here. To change a player's ratings (points for a given skill), enter the Ratings menu and highlight a skill category. If you've earned points in Spring Training, you can use them here.



GM OFFICE

Settle into your office and go about the business of getting your club in trim. Because this is a complex and fundamental part of your GM duties, we'll go into some detail. This is where you access roster management functions, trade players, access the trading block, view and make long-term contract offers, view your franchise value, payroll breakdown and budget allotment. Menus available from this screen are Roster Management, Finance and Trade Players.

Roster Management is an exciting aspect of the game, giving you full control of your club, including creating and editing players, adjusting rosters, etc.

Roster Management

Adjust Roster

Enter this mode to view the players on your 40 man roster, and to activate players, reassign players to the low and high Minor Leagues™, disabled list or release them outright. To reassign a player, when his name is highlighted, move the highlight to his status under the roster column (at the right) and press the **X** button. You can then select from a status menu and press the **A** button to make the desired move.

Minor Leagues

View your major league and minor league rosters and choose to promote or demote players.

Disabled List

View and place players on your disabled list.

Roster Analysis Take a quick look at your team's depth by position.

Free Agent Pool

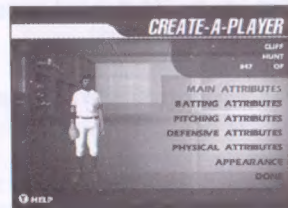
View current free agent pool, release roster players to free agency and more.

Player Editor

Use this feature to edit any player.

Create-A-Player

Create your own custom player and make him available via free agency. You are free to set all the attributes you can imagine, including main, batting, pitching, defensive, physical, and appearance attributes.



Finance

Long-Term Contracts

Here's your chance to lock up that favorite player to keep your franchise competitive. Each player is listed along with his salary in points and the years he is signed for. Scroll to any player and press the **A** button to see what deal he is seeking. Your available points appear at the bottom right of the screen. You can highlight and

adjust the years and points you wish to offer. When you are ready, select Propose Offer and press the **A** button. The player will respond to the offer, and you can continue from there.

Franchise Value

Study the points your franchise has earned, has available and the value of the various players.

Payroll

Get the skinny in percentages of exactly where each team spends its payroll. A useful tool to analyze where the points are going and how other teams are spending.

Budget Allotment

View all MLB team budget allotments among various categories (coaching department, scouting department, etc.) and change your current budget allotments if you have points available.

Trade Players

Trade Players

One of most important tasks a GM faces is making wise and timely trades. To trade a player, highlight a player on your team you wish to offer for trade and press the **A** button to move the player to the offer sheet column. You can offer up to three players at a time. Next, press the **B** button, then move the highlight to the other team's name line (you can cycle teams by pressing left or right on the directional pad). Press the **A** button and **DOWN** on the **Directional Pad** or **Left Thumbstick** until an individual player is highlighted. Highlight the player(s) you want to trade for and press the **A** button. When all the players involved in the proposed trade are in the offer sheet area, press the **B** button to activate the cursor then move the highlight to the Submit Offer or Clear Offer options and press the **A** button. The trade will either be accepted or rejected.

Trading Block

View and assign players to the trading block and attempt trades.

Roster Analysis

Take a quick look at your team's depth by position.

Rosters and Regulations

Pitching Staff

View and adjust your pitching staff.

Set Lineup

At the left of this screen is the lineup in batting order by league and pitcher type (that is, NL vs. RHP, etc.), while player's positions while in the field appear to the right. To adjust your batting order, highlight a player you wish to move in the batting order and press the **A** button, then do the same with the player in the order you want to switch to. The players will switch places in the batting order but keep the same fielding assignments. To put a bench player into the lineup, highlight a player you wish to swap out and press the **A** button. Move the highlight to the bench player you want to bring in and press the **A** button.



Prospect Book

View the upcoming youngsters who might one day get you to the top.

ASB Rulebook

This important tool is invaluable to understanding some of the rules of major league baseball and their implementation in All-Star Baseball 2005, especially as regards arcane items such as waiver claims, salary arbitration, player options and drafting rules. Educate yourself!

Spring Training Task List

In Spring Training, you have a chance to earn points for performing certain tasks, such as one batter hitting two home runs, etc. These points can then be used in the Player Development menu, which will make the player perform better during the season. Note that it's possible to lose points for such things as being caught stealing or blowing a save.

Save Franchise

Save the changes you've made to the various franchise settings and in your progress.

Offseason Menu

At the end of a Franchise season, you'll return to the Season menu, where you can access the Offseason Menu. Note that this applies to Expansion mode as well.

Note: If any player contracts require arbitration, this menu will appear automatically.

Arbitration

Failure to make an acceptable offer for a player will put him in the Free Agent Pool where any team can sign him. If you want a player, make an offer and see if you get him at your price.

Winter Meetings

The winter meetings are where clubs make off season personnel moves to improve their team and get set for the upcoming season.

Rule 5 Draft

View the minor league veteran players available for drafting at each position and make your selections. Draft options are similar to those mentioned earlier in this booklet.

Free Agent Pool

Access the free agent pool (if available) to pick up free agents.

Trade Players

Trade players between other clubs.

Budget Allotment

Allocate available points to the area(s) you think will benefit most.

Roster Management

Access your roster to promote, demote or release players.

Player Development

View the progress of any player in the league to see if their ratings are improving, maintaining or declining.

Hall of Fame Inductions

View players inducted into the Hall of Fame in the off season.

Retirements

View the players who have hung up their spikes following the season.

Long-Term Contracts

If you can agree to terms, you'll be able to sign players you don't want to lose to long-term contracts.

Franchise Value

Study the points any franchise has earned, has available and the value and status of the various players.

Spring Training

When you've made all your off season moves, select spring training to begin the next season. If there's any remaining business (such as arbitration cases, roster requirements, etc.) pending, you'll need to go back to the winter meetings and complete it before you can go on.

EXPANSION

Create a new fantasy franchise team via the expansion draft. Expansion mode is like Franchise mode, but with your own custom franchise.

First, set up your expansion franchise by making these choices:

City Selection

Select a franchise location from the wide range of deserving cities.

Mascot Selection

It's no secret a goofy mascot is mandatory for franchise success.

League Selection

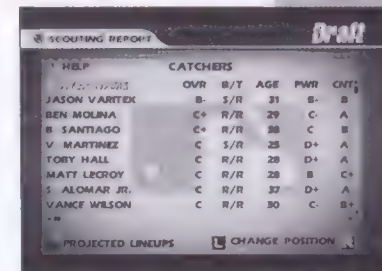
Choose which league your franchise team will represent.

Stadium Selection

Choose from several attractive expansion stadiums.

Expansion Draft

Once you've made your basic expansion choices, it's time to draft players. Existing teams must offer a number of players to be available for you to draft, and can protect eight players from their active roster (more can be protected if a player is taken in the draft). You cannot draft more than three players from one team.



There are 25 draft rounds with 10 picks per round.

All players have an overall letter ranking—good luck getting an A player! Controls are the same as for the Franchise player draft.

Start Expansion

Once all of the expansion set up options are completed, then normal season play ensues.

BONUS PLAY MODES

Pick-Up Game

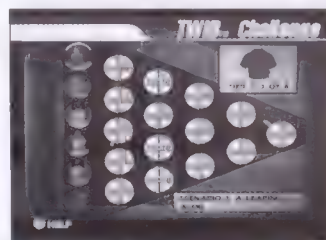
Enjoy an impromptu game with whoever is available! The computer randomly picks 2 players at each position from the AL and NL rosters and from bonus teams. You then take turns selecting players. Once teams are complete, choose your stadium, then get on the field and show your stuff.

This Week In Baseball®

Some of the toughest baseball situations and turning points from the 2003 MLB season are found in the This Week In Baseball® Challenge. Can you pull out the victory?

Trivia Game

Test your baseball knowledge. Select the difficulty level, the number of innings, then two teams try to answer baseball questions to score runs.



Batting Practice

You can't go far in the majors without a relentless regimen of self improvement. Choose a player to bring in for some batting practice against any pitch thrown by a left or right hander. You can also try out different batting interfaces. You can adjust these options:



Player

Choose the player you wish to bring into batting practice. To change batters, highlight **PLAYER** and press **UP** or **DOWN** on the **Directional Pad** or **Left Thumbstick** to select a different player.

Stadium

Choose which stadium you wish to bat in.

Pitch Type

The more pitch types you master, the better you'll do in an actual game. Choose to bat against a variety of pitches (Random) or to practice against a specific pitch.

Pitch Location

Choose where the pitch is thrown.

Pitcher Delivery

Choose to bat against a right or left delivery.

To change batters, highlight the player and press the **A** button. You will go to a roster of players ranked by power and contact ratings. Press the **Left Trigger** or **Right Trigger** to toggle teams and **UP** or **DOWN** on the **Directional Pad** to select a different player.

Home Run Derby™

Who will wear the crown of King of the Dingers? Top hitters relish showing their power in the Derby. Compete to see which league rules.

Style

Players can choose a Swings (game goes until one team reaches a set number of swings) or Innings (five) format.

Stadium

Choose where this thrilling contest takes place.

Initially, the computer picks contestants, though you can alter the roster to your liking. Press the **A** button to view a roster of players ranked by slugging. Press **Left Trigger** or **Right Trigger** to cycle through teams.

HARD DISK

Access your Xbox Hard Disk to manage your ASB 05 data, including **Rosters**, **Franchise**, **Options**, **Exhibition** and **Online Rosters**.

SPECIAL FEATURES

Player Cards

Use points earned in normal MLB play to earn packs of player cards. Enjoy the fun of baseball card collecting. Completing certain offensive and defensive tasks on your To Do list will earn points that can be used to buy packs of cards. Try to collect all the cards!

Note: Some cards can only be collected by completing TWIB Challenge tiers.



Player Profiles

A profile allows you to track and store your personal stats and preferences. Press the **Directional Pad** or **Left Thumbstick** to highlight, and press the **A** button to edit the profile. Change the current selection by pressing **LEFT** or **RIGHT** on the **Directional Pad** or **Left Thumbstick**. When you are done, press the **A** button.



Roster Management

Access Roster Management functions (see Roster Management on page 17 for details).

Options

Access Game Options and Audio Options, Edit Soundtracks and Save Options settings.

Stadium Tours

Take a virtual stroll through all the beautiful ballparks in the majors as Derek Jeter and Steve Lyons provide commentary for the tours.

Multimedia

Enjoy a wide range of movies capturing the rich drama of America's pastime.

Credits

Spare a moment to gasp in wonder at the development team behind All-Star Baseball 2005.

XBOX LIVE! Online Play

Players who subscribe to Xbox Live! via a broadband connection can go online to download rosters and enjoy head to head Exhibition baseball action. Online play is limited to one player per console.

Online play consists of a single Exhibition game between two teams, each controlled by a single player. The host player determines the number of innings and the difficulty setting, and later such pre-game settings as weather, stadium, etc. .



Requirements

1. Xbox Live! subscription (You can create a new one).
2. You must have your own broadband internet service connection via an internet service provider (ISP).

Getting Started

New subscribers must set up an account as specified in the instructions that came with your Xbox video game system and your Xbox Live! subscription.

GAMERTAG

Select an existing gamertag (user name) or create a new one using the Create New account option below.

PASS CODE

Enter your pass code.

CONNECT

Connect to the internet.

CREATE NEW ACCOUNT

Allows users to create an online account. Note: Creation of new accounts takes place in the Xbox Dashboard. All unsaved data will be lost.

Gamertags

The Gamertag is your online identity. You can create and use several different gamertags, but there is only one per account. Note that a gamertag must begin with an alphabetic character. You create your gamertag when you create a new account.

Creating a New Account

When you select Create New Account, you will exit All-Star Baseball 2005 and advance to the Xbox Live! portion of the Xbox Dashboard where you can complete subscription information. Your Xbox must be setup properly and connected to your ISP. Select your region, accept the Terms of Service, create a Gamertag, and input your date of birth. When this is done, highlight Continue. At the Activation menu, enter your subscription code. Once a correct code is entered, you will exit the Xbox Live! console and return to the game, advancing to the Main Online Menu.

Online Rosters

When you first log on to Xbox Live! from within the game, you will be asked to validate your rosters so all players are in synch regarding teams and players. Only valid online rosters are allowed in online play. If your roster is out of date, you will be asked to download an update. If you choose not to accept this, you will be unable to play. Note that online rosters are separate from your console rosters; any roster moves you may have made offline are only available there.

About Match Settings

Game Type	The game type relates to the difficulty setting, from Rookie up to All-Star. Note that difficulty settings affect various aspects of gameplay.
Voice	The voice setting determines whether you will hear the voice of your opponent through your speakers (Voice Through Speakers) or through a Xbox Communicator headset (sold separately) inserted into your Xbox Controller (Voice Through Communicator). The voice can be turned On or Off in the Network Pause screen.
Innings	Set the number of innings you wish to play (6 or 9).
Private Game	The Private Game setting (YES or NO) is available on the Create Match screen. When set to YES, this allows you to restrict the pool of possible players to those in your Friends list, so you can invite a particular pal to play. Once a game is created, the Available Games menu will appear. To view your Friends List, press the Y button.

Xbox LIVE!

Quick Match	Choose to play any available game.
OptiMatch	Search for games that match your preferred difficulty, voice and innings settings.
Create Match	Set up a match with desired settings.
Session Invitations	Once a match is created, the Available Games menu appears. Pressing the Y button will give you access to your Friends list, where you can send an invitation for a friend to join your game.
Friends	Access Friends list. Note: Sending an invitation to your friend to join a game is only available once you have created a match.
Statistics	View comprehensive online stats.
Online Options	Access Online Options.

Create Match

Choose Create Match if you'd like to host a game. To do so, set your Game Type, Voice, Innings and Private Game settings, then select Create Match. If your game is public, it will then appear in the roster of Available Games.

Friends

Aside from being the title of an unaccountably popular television program, the Friends list is where you can check to see what your friends are up to. This is where you can receive requests to be added to a Friends list and send and receive game invitations.

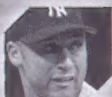
When you receive a request from a player to be a friend, you can elect to Accept, Decline or Block the request. Blocking the request will prevent that player from sending you further requests.

Statistics

Online statistics are maintained for the leaders in various categories, and by difficulty and innings. For example, there is an overall leader board, a pitching leader board, a batting leader board, etc., and all can be sorted by both difficulty and number of innings. It's an online stat caravan. Can you make the top ten?

Online Options

Default Team	Select a team to be your default selection.
Online Status	You can choose to mask or reveal your online status. When set to Appear Offline, your status will be reported as being offline, whether you are online or not. Appear Online is only available when you really are.
Voice	I can't say it again. It's where player voices are routed.



A composite image featuring a close-up of a baseball with its stitching in the upper half, and a wide-angle view of a baseball field with a stadium in the background in the lower half.

Notes

1. The first step in the process of the scientific method is to ask a question or make an observation.

2. The second step is to do background research to learn what is already known about the topic.

3. The third step is to form a hypothesis, which is a prediction or an educated guess about the outcome of the experiment.

4. The fourth step is to design and conduct an experiment to test the hypothesis.

5. The fifth step is to analyze the data and draw a conclusion based on the results of the experiment.

6. The sixth step is to communicate the results of the experiment to others.

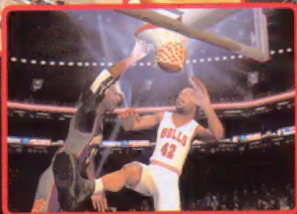
7. The seventh step is to repeat the experiment to verify the results.

8. The eighth step is to use the results of the experiment to make a prediction about the future.

9. The ninth step is to use the results of the experiment to make a decision about the hypothesis.

10. The tenth step is to use the results of the experiment to make a decision about the question or observation.

Quit	Quit the current game and return to the Main Online menu.
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